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| L2 | 41 | 1 and simulator | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/02/26 17:49 |
| L3 | 158 | (simulation and clock).ti. | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/02/26 17:49 |
| L4 | 0 | 3 and (real-time adj simulator) | US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/02/26 17:50 |
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**1  Repeatability in real-time distributed simulation executions**                    ◼
Thom McLean, Richard Fujimoto
May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation PADS '00**
**Publisher:** IEEE Computer Society
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**2  GPGPU: general purpose computation on graphics hardware**                         ◼
◈ David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press
Full text available: 🗎 pdf(63.03 MB)   Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

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**3  Predictable Time Management for Real-Time Distributed Simulation**                ◼
Thom McLean, Richard Fujimoto
June 2003 **Proceedings of the seventeenth workshop on Parallel and distributed simulation PADS '03**
**Publisher:** IEEE Computer Society
Full text available: 🗎 pdf(165.14 KB)
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This paper introduces a technique to control theoverhead of time management processes in order tomake such mechanisms appropriate for real-timedistributed simulation. A novel message accountingscheme, the offset-epoch method, is presented as a wayto increase the efficiency of time managementalgorithms by eliminating transient messages. Asynchronized lower-bound on timestamp (LBTS)computation exploits this efficiency to reduce timemanagement overheads. This approach represents onestep in bridging ...   .

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**1   Repeatability in real-time distributed simulation executions**                                   ◼
Thom McLean, Richard Fujimoto
May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation PADS '00**
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**2   Synchronizing simulations in distributed interactive simulation**                                ◼
Sandra Cheung, Margaret Loper
December 1994 **Proceedings of the 26th conference on Winter simulation WSC '94**
**Publisher:** Society for Computer Simulation International
Full text available: 📄 pdf(763.91 KB)   Additional Information: full citation, references, citings, index terms

**3   Ada and multi-microprocessor real-time simulation**                                              ◼
Stefan Feyock, W. Robert Collins
March 1983 **Proceedings of the 16th annual symposium on Simulation ANSS '83**
**Publisher:** IEEE Computer Society Press
Full text available: 📄 pdf(840.95 KB)   Additional Information: full citation, abstract, references, index terms

The selection of a high-order programming language for a real-time distributed network simulation is described. The additional problem of implementing a language on a possibly changing network is addressed. The recently designed language Ada (trademarked by DoD) was chosen since it provides the best model of the underlying application to be simulated.

**4   Simulation-based real-time scheduling: review of recent developments**                            ◼
◆ Catherine M. Harmonosky
December 1995 **Proceedings of the 27th conference on Winter simulation WSC '95**
**Publisher:** ACM Press, IEEE Computer Society
Full text available: 📄 pdf(606.30 KB)   Additional Information: full citation, abstract, references, citings, index terms

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